



The Overlord's Book V2.1



MONOLITH

OVERVIEW

This book is intended to explain the game rules for the Overlord. In Conan, the Overlord is a full-fledged role that allows a player to strategically deploy destructive hordes, powerful necromancers, and monstrous beasts to achieve their own goals. **Heroes seek to forge their legend; The Overlord is here to destroy it!** Unlike the Heroes who each have a sheet that allows them to control a character, the Overlord has a dashboard in front of

them called the Book of Skelos, which allows them to control a multitude of characters through a simple tactical game system. The Overlord's troops are represented by tiles that group units whose attributes are identical and act simultaneously such as a band of Pictish Warriors or a crew of Pirates. Sometimes a tile represents a single central unit from the scenario, like the terrible sorcerer Zogar Sag or the ruthless Captain Zaporavo.

THE BOOK OF SKELOS



This is the dashboard used by the Overlord to control their units.

❶ Benefits Tokens x3:

They are placed in the Book of Skelos' top three slots and represent the Overlord's Benefit zones. The red gems placed there allow the Overlord to temporarily increase their units' movement, or to perform Guard or Reroll actions (see page 8).

❷ Overlord's Reserve Zone Tile x1:

It is placed in the Book of Skelos' main left slot and represents the Overlord's Reserve zone. The red gems placed in this zone represent the Overlord's available energy and their ability to act.

❸ Overlord's Fatigue Zone Tile x1:

It is placed in the Book of Skelos' main right slot and represents the Overlord's Fatigue zone. This is where the Overlord places the red gems they already used to perform actions.

❹ Recovery Tokens x2:

Depending on the scenario, one of the two Recovery tokens is

placed between the Reserve and Fatigue zones, and indicates the number of gems that the Overlord moves from their Fatigue zone to their Reserve zone during their Recovery phase (see page 4).

❺ Activation Cost Tokens x8:

They are placed in the designated slots on the Book of Skelos, from left to right in ascending order. They represent the activation cost of the Overlord's tiles in the River (see page 5).

❻ River:

The Overlord sets up their tiles in the River in the order specified by the scenario.

❼ Overlord's Tiles x45 (Barbarian) / x62 (King *):

Each tile represents a unit or a group of units that have the same attributes, or events that the Overlord can activate. The Overlord may activate tiles from the River to take control of its units or trigger the events (see page 4).

TILES

The Overlord's tiles fall into two categories: Unit tiles and Event tiles.

At the start of each game, tiles are placed in the River, in the order specified by the scenario.

Unit Tiles

All Unit tiles contain the following:

- 1 Name
- 2 Illustration
- 3 Base color. Units from different tiles with the same name are differentiated by different colored bases. A tile with a gray outline means that no base is used for that tile's units.
- 4 Base Movement Value
- 5 Armor Value
- 6 Melee Attack or Ranged Attack Value
- 7 Skill(s)
- 8 Reinforcement Cost



Event Tiles



Most scenarios use at least one **Event tile**: When the Event tile is activated, the Overlord must trigger one of the events described by the scenario. In some scenarios, the Event tile is

used to resolve more than one event each time the Event tile is activated. The number of events, their descriptions, and the conditions for using them are specified by the scenario.

TURN STRUCTURE

In Conan, two sides cross swords: the Heroes who play together against the Overlord, sole master of their units. Both sides take turns playing, starting with the side specified by the scenario.

Once the Heroes' turn is over, the Overlord takes their turn.

On their turn, the Overlord may activate 0, 1 or 2 tiles in the River to move their units and attack the Heroes. Each tile represents a unit or a group of units that the Overlord takes control of when activating this tile, or events. Once the Overlord has completed their activations, the Heroes' takes their turn.



THE OVERLORD'S TURN

The Overlord's turn consists of four phases that take place in the following order:

1. Recovery Phase
2. Advance Turn Marker
3. Activation Phase
4. End Phase

1. Recovery Phase

The Overlord starts by moving all the gems they spent during the Heroes' turn (on the Guard benefit, reaction spells, etc.) to their Fatigue zone. Then they move a number of energy gems from their Fatigue zone to their Reserve zone equal to their

recovery value. The Overlord's recovery value is indicated by the Recovery token and varies according to the setup of the scenario and the number of Heroes facing them at the start of the game.

The Overlord's recovery value is 5. During the Recovery phase, the Overlord moves 5 gems from the Fatigue Zone (red zone) to the Reserve zone (green zone). At the start of their turn, the Overlord will have 10 gems available to use.



2. Advance Turn Marker

The Overlord advances the Turn marker one space. In this example, the Overlord starts their third turn of play.



3. Activation phase

During the Activation phase, the Overlord can activate 0, 1 or 2 tiles in the River.

To activate a tile, the Overlord moves a number of gems from their Reserve zone to their Fatigue zone equal to the tile's activation

cost (indicated by the token above the tile). The Overlord removes the activated tile from the River, slides the remaining tiles to the left, and then places the tile at the end of the River. The Overlord can also activate a dead tile (see page 7).



The Overlord moves 3 gems from their Reserve zone to their Fatigue Zone. Then, the Overlord removes the activated tile from the River,

slides the remaining tiles to the left, and places the activated tile at the end of the River.



If the activated tile is a unit tile, the Overlord activates all units of the tile, spending any number of their movement points to move them. Each unit can perform one attack during its activation. When a unit attacks, all units in that group lose their remaining movement points. The Overlord can activate the same tile twice,

but they must move gems equal to the tile's new activation cost the second time.

If the activated tile is an Event tile, the Overlord resolves events as indicated by the scenario (see Event Tile, page 3).

4. End phase

At the end of the turn, the Overlord moves all gems spent during their turn (including those placed on Spell cards) to their Fatigue zone.



TILE ATTRIBUTES

Armor Value



This value indicates the amount of damage that is automatically absorbed by the unit's armor **each** time a unit represented by that tile is attacked.

Simply subtract the unit's Armor value from the attack power to determine the amount of damage suffered by that unit for each Attack against that unit.

In the center of the village, Conan comes face to face with a Guard. The Cimmerian hits him with an Axe with an attack power of 5:



2 The Guard has an Armor value of 2.

The Guard suffers 3 damage (5 - 2) which must be subtracted from his life points.



Since Guards only have one life point and the Overlord does not want to spend gems to Guard (see Guard, page 8), the Guard dies and his miniature is removed from the board.

Base Movement Value



This is the number of free movement points available to each unit represented by the tile. These base movement points can be spent only before any unit from the same tile attacks. When a unit attacks, all

units in that group lose their remaining movement points. Extra movement points can be gained by using the Movement benefit (see Movement, page 8).

Melee Attack



This indicates the number and type of dice that each unit represented by the tile rolls when performing a Melee Attack. The results of these dice may be

rerolled (see Reroll, page 8), but their number and type cannot be changed.

Ranged Attack



This indicates the number and type of dice that each unit represented by the tile rolls when performing a Ranged Attack. The results of these dice may be

rerolled (see Reroll, page 8), but their number and type cannot be changed.

Hindering (See page 17 of the Heroes' Book)

Movement is affected by hindering.

Melee attacks are not affected by hindering.

Ranged attacks are affected by hindering.

Skills



Skills are represented by icons. Their effects are detailed on the skill game aids.



Life Points and Dead Tiles

When one unit reaches 0 life point, they are dead and their miniature is removed from the board. When all the units from the same Unit tile are dead, that tile is considered to be dead. The Overlord removes that tile from the River, slides the remaining tiles to the left, places the dead tile at the end of the River, and flips it to its bloodied side. The dead tile stays and continues moving normally in the River. If one or more units from that dead tile return as reinforcements (see below), that tile is immediately flipped faceup and remains in its current position in the River. The Overlord may activate a dead tile.

Activating a dead tile still counts as one of the two tiles that the Overlord can activate during their Activation phase. In this case, the Overlord does not activate any units and simply moves the tile to the end of the River. Minions (minor and unnamed units such as Pict Hunters or Pirates) have only one life point. Lieutenants and monsters have several life points, whose number is indicated in each scenario under the River. Lieutenants' and monsters' life points are represented by a Life Point token, matching the tile's artwork and placed on the Turn track.

Dredging the River

At any time during their turn, the Overlord may "dredge the river" by removing one or more dead tiles from the game. To remove a dead tile from the game, the Overlord must permanently return 2 gems from their Fatigue zone to the game box. If there are not enough gems in their Fatigue zone, the Overlord can return gems from their Benefit zones or Spell cards. If those are also empty, the Overlord can return gems from their Reserve zone. The dead tile is then permanently removed from the River and returned to the game box, and the remaining tiles are slid to the left. Dredging the River does not count as an activation and there is no limit to the number of tiles that can be removed from the Book of Skelos, as long as the Overlord can and wants to pay for them. Units from a removed dead tile can no longer return to play (including reinforcements).

Reinforcement Cost



This value indicates the number of reinforcement points that the Overlord must spend to return one unit represented by that Unit tile to the board. If a tile does not have a reinforcement cost, it cannot be reinforced.

During the game, the Overlord gains reinforcement points by activating the Event tile. When they do, the Overlord may immediately spend these points to return units to the board.

Reinforced units are placed in any of the reinforcement areas, as indicated by Reinforcement tokens located on the board.

If a reinforcement area is occupied (see page 22 of the Heroes' Book), the Overlord can choose to place the reinforced units in an adjacent area. If all adjacent areas are also occupied, reinforced units cannot be placed.

Unless specified otherwise, the Overlord can spend reinforcement points only to return units that have been killed during the scenario to the board.

If one or more units from a dead tile (see above) are returned to the board as reinforcement, the tile is flipped faceup and remains in its current position in the River.



The Overlord thinks that now is a good time to bring them back into play and decides to activate the event tile by moving 7 gems to their Fatigue zone (its position in the River) to use the "Reinforcement: 4 points" event.

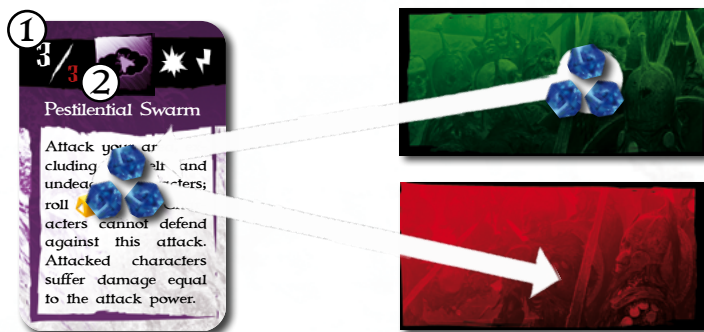
Three of the green Pict Hunters were killed earlier in the game. Their miniatures are therefore available for reinforcement.



The event tile is moved to the end of the River, as usual, then the Overlord gains 4 reinforcement points. They choose to return the three Hunters, for 1 point each (their respective reinforcement cost), returning them to play by placing them in the reinforcement areas of their choice. Having no more miniatures to reinforce, the last reinforcement point is lost.

Important: Each Unit tile corresponds to a group of one or more units. Some tiles correspond to a single unit, such as a lieutenant or monster, while other tiles correspond to multiple units, such as a group of minions. The number of units that correspond to a tile varies from one scenario to another, but can also change during the game, depending on losses and possible reinforcements. By default, and unless specified otherwise in the scenario, the number of units corresponding to a tile cannot exceed the number indicated at the start of the scenario. A single unit may also be represented by more than one tile in the River.

Casting a Spell



Some units controlled by the Overlord can manipulate magic and use Spell cards to do so. These cards are placed faceup near the Book of Skelos. To Cast a spell, the Overlord must first activate the tile of the unit with the Spell Caster skill who

has that spell. Once that tile has been activated, the Overlord can Cast the spell in addition to Moving and Attacking with that unit.

Each spell has a cost ①. This cost can be fixed or variable depending on the spell. When the spell is cast, the Overlord assigns a number of gems from their Reserve zone to the Spell card equal to the spell's cost and resolves the effects described on the card. The icon on a card indicates that the spell is a reaction spell that can be cast anytime. When casting a reaction spell during the Heroes' turn, it is not necessary to activate the spellcaster's tile. The Overlord cannot assign gems to a Spell card if doing so would raise the total number of gems on the card above its exertion limit ②.

During the End phase, the Overlord moves any gems assigned to the Spell card to their Fatigue Zone.

Benefits

The Overlord can use benefits to temporarily improve one of their units. Each use of a benefit applies only to a single unit, not the whole tile. There are three benefits:

Movement



After spending the points from a unit's base movement value, the Overlord may use the Movement benefit to gain extra movement points. To use the Movement benefit, the Overlord assigns one or more gems from their Reserve zone to the Movement benefit zone. Each gem assigned this way grants one extra movement point to a single unit from the activated tile. A unit can gain at most a number of extra movement points equal to its base movement value during each activation. The Overlord can use this benefit before or after an Attack. This is the only way for a unit to move after attacking. The Movement benefit can be used only during the Overlord's turn.

Guard



The Overlord may use the Guard benefit to defend against an Attack. To use the Guard benefit, the Overlord assigns one or more gems from their Reserve zone to the Guard benefit zone. The Overlord rolls for each gem assigned, then determines the defense power by adding up the number of successes shown on the dice to the unit's Armor value. Only one Guard action can be performed per Attack. The Overlord must choose the number of gems to assign before rolling the dice, after which they can no longer add dice.

Reroll



The Overlord may use the Reroll benefit to reroll dice after rolling dice and before the results of the roll are determined. To use the Reroll benefit, the Overlord assigns one or more gems from their Reserve zone to the Reroll benefit zone. For each gem assigned, the Overlord may reroll one die of their choice. This benefit can be used by the Overlord at any time, including during the Heroes' turn, when using the Guard benefit for example.

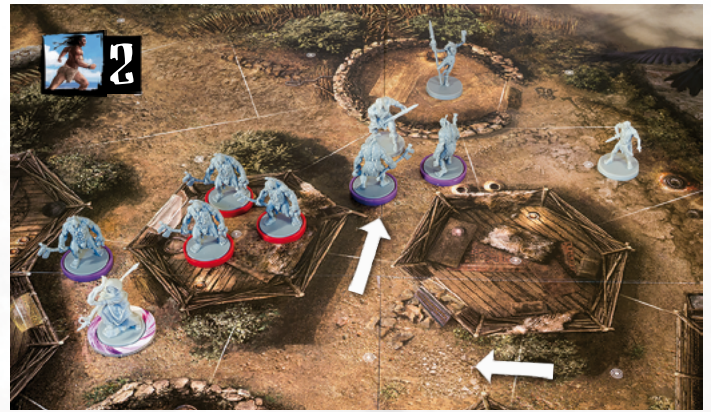


GAME TURN EXAMPLE

The Overlord is up against three Heroes who have invaded a Pict village. They have just completed their turn, so now the Overlord gets a chance to strike back.



The Overlord moves the three Pict Warriors that correspond to the activated tile. For the first two Pict Warriors, the movement points from their base movement value are enough.



The Overlord starts by recovering 5 gems (as indicated by the value of the Recovery token in the Book of Skelos), which are moved from their Fatigue zone to their Reserve zone. Then the Overlord moves the Turn marker one space.



The third Pict Warrior, who is in the same area as Hadrathus, needs one extra movement point to skirt away from the hindering priest and move to Conan's area. The Overlord moves one gem from their Reserve zone to their Fatigue zone to use the Movement benefit, gaining the unit one extra movement point.



Conan is standing dangerously close to Zogar Sag's hut, so the Overlord decides to halt the barbarian by sending three Pict warriors with the Blocking skill at him. To accomplish this, the Overlord activates the Pict Warriors tile located in the River's third position, moving 3 energy gems from their Reserve zone to their Fatigue zone. Then the Overlord removes the tile from the River, slides tiles to the left to close the gap left by the Pict Warriors tile, and places it at the far-right end of the River. Now the Pict Warriors are activated and ready to move and attack.



Once each unit has moved, the Pict Warriors can attack. One at a time, each of them rolls a red die to attack. The first rolls 2 successes, which Conan decides to absorb with his Leather Armor by rolling a yellow die. With a result of 1, the armor partially protects him, and Conan suffers 1 damage.



The second Warrior rolls 3 successes. This time, in addition to his armor, Conan decides to perform a Guard action for which he assigns 1 gem. He rolls 1 success for his armor and 1 symbol for his dodge. He ends up taking 1 damage (3 - 2).



Finally, the third warrior rolls 2 successes, which are fully blocked by Conan's armor and another Guard action. This completes the Pict Warriors tile's activation.



The Overlord can now activate a second tile (including the same tile again, for its new activation cost). Having used 4 gems already this turn, the Overlord decides to spend conservatively, activating the first tile in the River for only one gem. Once again, the Overlord removes the tile from the River, slides all the other tiles left and places the removed tile at the end of the River.



This tile controls the three Pict Hunters with red bases, who simply emerge from their hut without costing any additional gems. The Overlord decides not to use the Movement benefit to bring them closer to an opponent and passes play back to the Heroes.



GAME SETUP

- ❶ Players choose a scenario among those available in this book (see from pages 12-41) or online at www.the-overlord.net, and then designate a player to be the Overlord.
- ❷ Depending on the chosen scenario, players place the corresponding game board in the center of the table and place the dice nearby.
- ❸ Each Hero chooses the character they will play among the ones suggested by the scenario and takes the corresponding Hero sheet and miniature. They place their miniature on the game board as indicated by the scenario.
- ❹ Each Hero also takes the Weapon, Item, and Spell cards indicated by the scenario and places them faceup near their Hero sheet.
- ❺ Each Hero takes the number of blue gems indicated at the bottom left corner of their Hero sheet's Reserve zone and splits them between their Reserve zone and their Fatigue zone as specified by the scenario. Finally, each Hero places a red gem on their Recovery chart on the "Aggressive" icon.
- ❻ Meanwhile, the Overlord places the Book of Skelos in front of themselves, takes the number of red gems indicated by the scenario, and splits them between their Reserve zone and their Fatigue zone.
- ❼ The Overlord places their tiles in the River according to the scenario and places their Weapon, Item, and Spell cards faceup in front of themselves.
- ❽ The Overlord's miniatures are placed on the game board, with any tokens and any colored bases if necessary, depending on the scenario's indications.
- ❾ The Overlord places the Turn track near the Book of Skelos and places the Turn marker on the "0" space, as well as any Life Point token as indicated by the scenario.
- ❿ All players take note of the Special Rules, form the Asset deck if instructed to, and prepare any other game components (miniature reserves, additional tiles, etc.). Unless specified otherwise, all information contained in the scenario is known to the Heroes and to the Overlord.

Setup example
for the "In the
Clutches of the
Picts" scenario, for
4 players.



SCENARIOS

The following pages contain scenarios to play Conan. You can find additional scenarios at www.the-overlord.net, and you are encouraged to create your own. Each scenario indicates

a number of players on the left side of its title banner and a complexity on its right side: 1 crow = low complexity, 2 crows = medium complexity, 3 crows = complex.

4-5



IN THE CLUTCHES OF THE PICTS



With the echoing war drums of the Pict tribes settled beyond the Black River and the increased frequency of incursions up to the Thunder River, many settlers flee the Conajohara territory for the safer lands of the Kingdom of Aquilonia. While scouting along the border to aid Valannus, the Commander of Fort Tuscelan, Conan bears witness to the massacre of a column of refugees from Velitrium. The Picts withdraw victoriously with a female prisoner who Conan recognizes as Yselda, the daughter of the city's governor. The Cimmerian knows that Yselda's life can now be measured in mere hours, as she will shortly be sacrificed on the altar of Jhebbal Sag, the Lord of Beasts. Back in Fort Tuscelan, Conan assembles a small group of experienced warriors to rescue the governor's daughter and, at Valannus' request, bring back the head of Zogar Sag.



Winning the Game:



If one or more Heroes have fled the village with Yselda and Zogar Sag's head, Yselda is returned safely to her father; the Heroes win the game.



At the end of turn 8, the Picts arrive in massive numbers to witness the sacrifice and the Heroes can no longer escape; the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan (Battle Axe, Buckler, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He starts with Mitra's Halo cast.

Suggestions for 4 Heroes: Bêlit (Ornamental Spear). Bêlit starts in the same area as any Hero.



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.



3 Heroes: The Overlord starts with 10 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



4 Heroes: The Overlord starts with 11 gems in their Reserve zone and 4 in their Fatigue zone, and places the Recovery token showing a recovery value of 7 in the Book of Skelos.



Reinforcement: 4 reinforcement points



Zogar Sag has no spell for this scenario.



If you do not have the Pict Warriors miniatures (purple base), you may use Pict Hunters miniatures to represent them on the game board.

Special Rules:

- ★ Game Board Rules: Standard game board rules apply (see page 43).
- ★ Yselda: During setup, the Overlord secretly chooses one numbered token corresponding to a numbered hut in the setup diagram and sets it aside facedown. The first time a Hero enters the chosen hut, the Overlord flips the token faceup and places Yselda's miniature in the hut's area. Yselda is unconscious, counts as an object with an Encumbrance value of 6, and can be picked up by a Hero by performing a simple Manipulation. That Hero takes the and places it next to their Hero sheet. Yselda has one life point and no Armor. She dies if she suffers any damage (such as an area attack). If she dies, the side which killed her immediately loses the game.
- ★ Zogar Sag: He cannot flee the village. When Zogar Sag dies, place his Life Point token in his area to represent his head. A Hero may pick the head up by performing a simple Manipulation. That Hero places Zogar Sag's Life Point token next to its Hero sheet. Zogar Sag's head has an Encumbrance value of 2.
- ★ Fleeing the Village: A Hero can flee the village from an area at the edge of the board by spending movement points as though the Hero were crossing a border. Once a Hero has fled, the Hero cannot return to the board.
- ★ Chests: During setup, the Overlord places 1 chest in each hut area (8 total). The Asset deck contains: Explosive Orb x2, Life Potion x2, Chainmail, Crossbow, Shield, Bossonian Bow.

Frederic Henry



For months, the pirate ship *Tigress* has been scouring the waters off the coasts of Stygia and the Black Kingdoms and preying on the profitable trade of gold and ivory, much to the displeasure of King Ctesphon. As the Stygian fleet seems unable to put an end to the piracy, the king has promised a colossal sum to whomever can bring back Bêlit's head.

With Bêlit's vessel anchored to resupply and a large portion of the crew on shore, Zaporavo, the Zingaran captain of *The Vandal*, takes the opportunity to attack in hopes of claiming the enormous reward and the glory that accompanies it.

Supported by a row of archers and the black magic of Skuthus, a Stygian necromancer sent by Ctesphon, the Zingaran mercenary and his troops quickly gain a foothold on the deck of the *Tigress*. Only Conan, Shevatas, and a handful of remaining warriors can come to Bêlit's aid.



Winning the Game:



If Zaporavo and Skuthus are dead or at the end of turn 8, Bêlit survives the attack; the Heroes win the game.



If Bêlit dies, the ambush is a success; the Overlord wins the game.



The game starts with the Heroes' turn.

Bêlit and Bêlit's Guards start in the areas indicated by the setup diagram. The other Heroes start in the **1** area.

Suggestions for 3 Heroes:

- Bêlit (Ornamental Spear, Tribal Shield), commands 5 Bêlit's Guards
- Conan (Sword, Leather Armor)
- Shevatas (Kris, Throwing Knives)

Suggestions for 4 Heroes: Hadrathus (Dagger, and 2 spells: Mitra's Halo, Bori's Rage). He does not start with Mitra's Halo cast.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.



3 Heroes: The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



4 Heroes: The Overlord starts with 10 gems in their Reserve zone and 4 gems in their Fatigue zone, and places the Recovery token showing a recovery value of 7 in the Book of Skelos.



The Overlord chooses one event:

Reinforcement: 6 reinforcement points

Fire at will: Each Bossonian Archer may perform a Ranged Attack if able.

Glory to Set: Skuthus sacrifices himself to summon an Outer Dark Demon. Place the Outer Dark Demon miniature (6 life points) in Skuthus' area, then Skuthus dies (this counts toward completing the Heroes' objective). Then, replace the Skuthus tile in the River with the Outer Dark Demon tile.



Skuthus has 2 spells: Energy Drain, Set's Halo. He starts with Set's Halo cast.



Special Rules

★ **Game Board Rules:** Standard game board rules apply (see page 42).

★ **Leap:** If a Hero or Zaporavo fails to leap, the unit remains in its area. If a minion or Ally fails to leap, that unit falls in the water and is eaten by sharks; the unit dies. The difficulty of each Leap is indicated on the setup diagram.

★ **Chests:** The Asset deck contains: Life Potion x2, Explosive Orb x2, Empty chest.

Adhane Badi



The Tigress travels the dark waters of the Zarkheba river, whose mysterious shores are covered by gloomy jungle. The Queen of the Black Coast knows that, beyond the tangled wall of vegetation, an ancient city may yet hide fabulous treasures. But legends speak of hauntings, and the local tribes carefully avoid the area.

After many hours spent sailing in a supernatural silence, Conan spots the black fangs of towers stretching above the trees. Choked by overgrowth, the ruins exude decadence and desolation.

Not heeding the superstitious warnings of her men, Bêlit disembarks with her Cimmerian lover, Shevatas, and a few reluctant crewmen. In an abandoned crypt, they discover a handful of colorful gems and a strange curved knife, spurring them to press deeper into the ruins.

In the center of the city they come upon a small fortress, its broken-down towers and crumbled walls held together by thick vegetation. Only then do they hear the echoes of a voice from beyond the grave: "Return my belongings, heathen profaners, or I shall drench the altar of Set with your blood!" Skuthus' trap has been sprung.



Winning the Game:



If Skuthus dies, the trap has failed, and the Heroes escape the fortress with their treasures; the Heroes win the game.



At the end of turn 8, Skuthus finishes an incantation, turning into a vulture and taking to the sky; the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes and Bêlit's Guards start in the areas indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan (Sword, Buckler, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Bêlit (Ornamental Spear, Yuetshi Knife), commands 2 Bêlit's Guards



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



The Overlord chooses one event:

Reinforcement: 4 reinforcement points .

Freeing a Monster: The Overlord may free a petrified monster and add its tile to the end of the River. The Outer Dark Demon (6 life points), Giant Serpent (8 life points), and Khosatral Khel (7 life points) are petrified and cannot be attacked until they are freed. The Overlord cannot free a monster if there are 2 faceup monster tiles in the River (including the Dark Demon).



Skuthus has 2 spells: Set's Bite, Set's Halo. He starts with Set's Halo cast.



Special Rules:

- ★ **Game Board Rules:** Standard game board rules apply (see page 43).
- ★ **Yuetshi Knife:** When a Hero attacks Khosatral Khel with the Yuetshi Knife, Khosatral Khel's Armor value becomes 3 for that attack.
- ★ **Chests:** The Asset deck contains: Life Potion x2, 2 Explosive Orb x2, Javelin.

David Bertolo



The province of Conajohara is being sacked. United clans of Picts have crossed the Black River in massive numbers, intent on slaughtering Aquilonian settlers and annihilating Fort Tuscelan. At the head of the invading forces is the shaman Zogar Sag.

Conan and his band of scouts travel the border ceaselessly, saving all who can still be saved. In the vast swamps at the southern edge of the province, they arrive at a village as panicked settlers flee before the Pict advance. Only a courageous priestess of Mitra has remained to slow the savage warriors and prevent the coming massacre.

Conan and his allies set to building barricades and the priestess begins a magical ritual using the six relics of her village. If she can complete the invocation, it should slow Zogar Sag's troops and buy the fleeing settlers the time they need to survive.



Winning the Game



If the Invocation token  reaches space 0 or at the end of turn 12, the ritual is complete; the Heroes win the game.



If the Priestess of Mitra or all the Heroes are dead, the village is overrun; the Overlord wins the game.



Suggestions for 3 Heroes:

- Conan (Battle Axe, Buckler, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He does not start with Mitra's Halo cast.



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn. The Heroes start in the areas indicated by the setup diagram.



Place the Invocation token on space 10 of the track.



The Overlord starts with 12 gems in their Reserve zone and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



The Overlord resolves each of the following events in order:

Pict Hordes: The Overlord returns dead Pict Warriors and Pict Hunters to the board in reinforcement areas until no more miniatures fit in those areas.

Bestial Haste: The Overlord chooses a Pict Warrior or Pict Hunter that was returned to the board by the previous Pict Hordes event. Each unit in that unit's group that was returned to the board by that event gains up to 2 movement points, which the Overlord must immediately spend.

Incantation: A Hero rolls (no rerolls allowed) for each Relic on the board. For each success shown on a die, the Hero moves the Invocation token 1 space toward the space 0 on the track.



Special Rules

- ★ **Game Board Rules:** Standard game board rules apply (see page 43).
- ★ **Barricades:** Barricades block line of sight. A unit cannot move across a Barricade, but can Attack it as though it were an enemy unit. Each Barricade starts with 12 life points. When a Barricade has 0 life points, remove it from the board. If a unit attacks a Barricade, other units of the same tile can attack only that Barricade during that activation. If a unit attacks anything other than a Barricade, units of the same tile cannot attack a Barricade during that activation.
- ★ **Relic:** At the beginning of the Overlord's turn, if any Overlord unit is in an area with a Relic , remove this Relic from the board.
- ★ **Priestess of Mitra:** She is represented by the Princess miniature. The Priestess cannot move, be carried, or be attacked. At the beginning of the Overlord's turn, if any Overlord unit is in an area with the Priestess, she is killed.

Nicolas Marfeuil



While visiting the South of the kingdom, Princess Olivia, daughter of King Ophir, is set upon by Kothian soldiers. The detachment assigned to protect her is massacred. After reaping a bloody harvest, even Conan succumbs to the overwhelming numbers and the fury of a strange man-ape.

Now Conan and Olivia are prisoners of Captain Arbanus, right hand of King Strabonus of Koth. In his quest to control the gold mines which feed King Ophir's wealth, Strabonus has turned to kidnapping and extortion over costly military action. Conan paces in his cell like a caged lion. His incandescent blue eyes search for any means of escape, and he rages at his failure to protect the princess.

The Kothians have fallen back to an old fortification on the border of the two kingdoms. As they take defensive positions and install deadly machines of war, the Cimmerian's brothers-in-arms mount a rescue mission. King Ophir's message is clear: his daughter must not fall into Strabonus' hands alive.



Winning the Game



If a Hero has fled the fort with Olivia, she is free from Strabonus' grasp; the Heroes win the game.



At the end of turn 8, the Ophirians annihilate the fort using trebuchets, killing all of its occupants; the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan (Battle Axe, Buckler, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He does not start with Mitra's Halo cast.



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 8 gems in their Reserve zone and 3 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



The Overlord chooses one event:

Reinforcement: 4 Reinforcement points

Rocks Fall: The Overlord chooses an area. Units (Heroes and Overlord) in that area suffer an area attack of .



6



8



Special Rules

- ★ **Game Board Rules:** Standard game board rules apply (see page 43).
- ★ **Olivia:** She is represented by the Princess miniature. Olivia is unconscious, counts as an object with an Encumbrance value of 6, and can be picked up by a Hero by performing a simple Manipulation. That Hero takes the token and places it next to their Hero sheet. Olivia has one life point and no Armor. She dies if she suffers any damage (such as an area attack). If she dies, the side which killed her immediately loses the game.
- ★ **Olivia's Cell:** The only way to open Olivia's cell door is for a Hero with the Key to perform a simple Manipulation. The Key is carried by Arbanus of Koth (represented by the Captain); when Arbanus dies, place the Key card in the area in which he died.
- ★ **Conan's Cell:** The only way to open Conan's cell door is for a Hero to perform a complex Manipulation with a difficulty of 2, or to use the Wall Wrecker skill.
- ★ **Doors:** A unit (Hero or Overlord) other than a Hyena can move across a door (except the door to Olivia or Conan's cell) as though it were a border by spending 1 additional movement point. After a unit moves across a door, remove that door from the board.
- ★ **Chests:** The Asset deck contains: Life Potion x2, Explosive Orb x2, Chainmail, Crossbow.

Frederic Henry



Two audacious thieves, a deserter from Gunderland and a Cimmerian Barbarian, have forged a reputation among the city-states of Corinth by stealing riches and plundering caravans on the Road of Kings.

A corrupted priest of Anu, playing both fence and police spy, has ratted out the pair of thieves. The Gunderman is quickly captured and hanged. Conan, in his youthful impetuosity, avenges his associate's death by looting the temple of Anu and eviscerating the priest responsible.

During his escape, Conan falls victim to "Anu's Wrath," a powerful spell that torments the Cimmerian with terrible hallucinations. He has only a short time to find the priest responsible and break the curse.

During a religious procession, Conan gets his chance: the priests of Anu, their escort of soldiers, and the strange man-ape they parade along the way make a stop at an inn.



Winning the Game:



If Conan leaves the inn and the curse has been broken, he is free of the terrible hallucinations; the Hero wins the game.



If Conan leaves the inn and the curse has not been broken or if Conan dies, the curse has done its work; the Overlord wins the game.



The game starts with the Hero's turn. Conan starts in the area indicated by the setup diagram. Suggestion for 1 Hero: Conan (Sword, Leather Armor)



After setup, Conan does not move any gems from his Reserve zone to his Fatigue zone. The Hero plays the Heroes' stance phase as if no Hero had died during the game.



The Overlord starts with 4 gems in their Reserve zone and 4 in their Fatigue zone, and places the Recovery token showing a recovery value of 3 in the Book of Skelos.



The Overlord chooses one of the following events, available depending on the Hero's progress. Each time a priest talks or dies, an additional event can be chosen:

- **0 priests** - Reinforcement: 2 reinforcement points
- **1 priest** - Place a Bossonian Guards tile at the end of the River and 2 Bossonian Guards with bases of that color in a reinforcement area (4 Bossonian Guards tiles max. in the River, 2 units max. per tile).
- **2 priests** - Choose a Bossonian Guards tile. Each unit of that tile gains up to 2 movement points, which you must immediately spend.
- **3+ priests** - Unleashed: Once per game, place the Thak tile at the end of the River and place the Thak miniature (10 life points) in the area indicated by the setup diagram.



The Overlord places numbered tokens from 1 to 5 facedown as indicated by the setup diagram, to represent priests. The priest numbered "1" can break the curse. The Overlord can choose the placement.



Special Rules:

- ★ **Game Board Rules:** Standard game board rules apply, except the bar tops, tables, and stools (see page 42).
- ★ **Interrogation:** A Hero in an area with a priest can move 1 gem from their Reserve zone to their Melee Attack space to roll (no rerolls allowed). This roll is not affected by hindering. Resolve one of the following effects based on the number of successes shown on the die:
 - ★ 0: The priest resists interrogation; no effect.
 - ★ 1-2: The priest talks; if the priest can break the curse, the curse is broken. The Overlord informs the Hero whether or not the curse is broken. Remove the priest's token from the board.
 - ★ 3: The priest dies before talking; if the priest can break the curse, the curse is broken. The Overlord does not inform the Hero whether or not the curse is broken. Remove the priest's token from the board.
- ★ **Thak's Fury:** At the start of turn 12, the Overlord resolves the "Unleashed" event. If Conan enters Thak's area before the "Unleashed" event has been resolved, immediately resolve it when Conan enters the area.
- ★ **Reinforcements:** The reinforcement area with 1 Reinforcement token is consumable; remove the token after placing units there during an event. The reinforcement area with 2 Reinforcement tokens can be used indefinitely.
- ★ **Leaving the Inn:** Conan can flee the board from one of the two street areas by spending movement points as though he were crossing a border. Once Conan has fled, he cannot return to the board.
- ★ **Chests:** The Asset deck contains: Life Potion x3, Explosive Orb x2, Empty chest.

David Bertold



Smelling a trap during a meeting with pirates from the Baracha islands, Conan flees Tortage, joining Captain Zaporavo and the crew of the Vandal. Soon, his personality and sailing prowess make him popular with the crew, and his leadership gains him the attention of Sancha, the Zingaran mercenary's favorite.

Zaporavo remains wary of the Cimmerian, who he now sees as a rival. But the time is not right to settle scores as the sails of an Argosian merchant vessel appear on the horizon. The Vandal's crew sets upon its prey, and the merchant ship offers little resistance. With the captured vessel intact, Zaporavo sets sail to the nearest Zingaran port, hoping to profit as much from the ship itself as from its cargo.

Aboard the Argosian ship and flanked by crew members loyal to him, Conan seizes the opportunity and incites a mutiny, hoping to take the ship and strike the Vandal while it is weakened.



Winning the Game



If the Turn marker reaches space 6, the Heroes' ship catches up with the Vandal; start Infernal Pursuit Part II.



If all Heroes are dead, the Vandal escapes; the Overlord wins the game.

Pursuit: The Overlord does not move the Turn marker during the Advance Turn Marker phase. The Turn marker represents the Heroes' progress in catching The Vandal.

Sailing: Only the ship areas and adjacent sea areas shown in the setup diagram are used for this scenario.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 2 Heroes:

- Conan (Battle Axe, Leather Armor)
- Shevatas (Parrying Dagger, Throwing Knives, Leather Armor)



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.

The Overlord chooses one event:



Reinforcement: 4 reinforcement points (5 Pirates max. per tile, 3 Bossonian Archers max. per tile).

Rogue Wave: A huge wave rocks the ship; the Overlord rolls (rerolls allowed). For each success shown on the die, the Overlord either moves a Hero up to 3 ship areas or removes a mutineering Pirate from the board. A Hero cannot be moved into a water area.

Turncoats: The Overlord rolls (rerolls allowed). For each success shown on the die, the Overlord replaces a mutineering Pirate on the board with a Pirate from off the board (if possible).



Special Rules

- ★ **Game Board Rules:** Standard game board rules apply (see page 42).
- ★ **Mutineering Pirates:** Red Pirates are mutineering Pirates, Heroes' Allies. They cannot be activated using Leadership. Once per Heroes' turn, the Heroes can activate all the Pirates of the red Pirates tile, for free. They are activated in the same way as Overlord units (Movement & Attack), except that Heroes cannot use benefits.
- ★ **With me!** At the start of the Heroes' turn, Conan rolls (rerolls allowed). For each success shown on the die, place 1 red mutineering Pirate (from the reserve) in Conan's area. If Conan's area is occupied, place the mutineering Pirates in an adjacent area. There can be no more than 5 mutineering Pirates on the board at a time.
- ★ **Navigation:** If a Hero is in a mast area or the poop deck area, and the number of Overlord units in the area is lower than the total number of Heroes and Allies, that Hero must move 1 gem from their Reserve zone to their Manipulation space to move the Turn marker 1 space toward space 6. In addition, all mutineering Pirates in that area must lose their Attack action for this turn. Each Hero can move the Turn marker once per turn per mast or poop deck area.
- ★ **Chests:** The Asset deck contains: Life Potion x2, Explosive Orb, Crossbow.

Philippe Ville



This scenario can be played only after *Infernal Pursuit Part I*, at the end of which players leave everything in place (board, miniatures, Hero sheets, Book of Skelos, gems assignment, equipment, etc.). Part II starts immediately after Part I ended.

Move the Turn marker back to space 0. Move the two Reinforcement tokens to the Vandal. Place Zaporavo and 2 Bossonian Archers as indicated by the setup diagram. Then distribute all the blue and green Pirates who died in the previous scenario from the reserve in the numbered areas as indicated by the setup diagram: ① ② ③.

Flip all dead Pirates tiles faceup. Place all dredged Pirates tiles at the end of the River, in this order: Blue Pirates, Green Pirates. Then move or place the Bossonian Archers tile at the end of the River. Finally, place the Zaporavo tile at the end of the River. Zaporavo has 7 life points.



Winning the Game



If Zaporavo dies or the Turn marker reaches space 8, the Vandal is overwhelmed; the Heroes win the game.



If all the Heroes are dead, the Vandal survives to sail again; the Overlord wins.

Destruction: The Overlord does not move the Turn marker during the Advance Turn Marker phase. The Turn marker represents the Heroes' progress in destroying the Vandal.



The Overlord chooses one event:

Reinforcement: 4 reinforcement points  (5 Pirates max. per Pirates tile, as many Bossonian Archers per tile as on the start of this scenario).

Jammed Ballista: The Overlord rolls  (rerolls allowed). If the die shows 1 or more successes, the Overlord chooses an area with a ballista. That ballista cannot be used on the Heroes' next turn.

Special Rules:

- ★ **Game Board Rules:** Standard game board rules apply (see page 42).
- ★ **Leap:** If a Hero or Zaporavo fails to leap, he loses his movement and remains in his area. If a Pirate fails to leap, he falls in the water and dies, eaten by sharks. The difficulty of each leap is indicated by the setup diagram.
- ★ **Mutineering Pirates:** Red Pirates having survived Part I are mutineering Pirates, Heroes' Allies. They cannot be activated using Leadership. Once per Hero turn, a Hero can activate all the Pirates of the red Pirates tile, for free. They are activated in the same way as Overlord units (Movement & Attack), except that Heroes cannot use benefits.
- ★ **Ballista Fire:** If a Hero is in an area with a ballista facing the Vandal, and the number of Overlord units in the area is lower than the total number of Heroes and Allies, each Hero in the area must move 1 gem from their Reserve zone to their Manipulation space. In addition, all mutineering Pirates in that area must lose their Attack action for this turn. Then, one Hero in the area rolls  (rerolls allowed for all Heroes in the area). Move the Turn marker 1 space toward space 8 for each success shown on the die. Each ballista can fire once per turn.

Philippe Velle





Laughs and shouts ring out as ale-filled mugs are banged together. Conan and his companions celebrate, spending the remainder of the pay from their time in the army of Ophir's kingdom.

They sit in the Rat's Inn in Corinth. The city-state is ruled by Prince Murilo, whom Conan has helped in the past by eliminating a powerful rival, the red priest Nabonidus. In response to a message from the prince, Conan has arranged an unofficial meeting with Murilo at the inn. Unbeknownst to Conan and the others, the meeting is a trap. Powerful nobles, intent on overthrowing Murilo, drug the drinks and imprison the Cimmerian and his companions in lower rooms of the inn.

The conspirators are aided by Jenna, a harlot close to Nabonidus who was humiliated by Conan. She goes to free the red priest's creature, Thak, who has been held captive since his previous confrontation with Conan and burns with a desire for vengeance.



Winning the Game



If all living Heroes have escaped the inn, they are free; the Heroes win the game.



At the end of turn 10, guards flood into the inn and the Heroes are captured once again; the Overlord wins the game.



The game begins with the Heroes' turn. The Heroes start in the area indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan (Sword)
- Shevatas (Kris, Buckler)
- Hadrathus (Ornamental Spear, and 3 spells: Mitra's Healing, Set's Possession, Mind Control)



After setup, each Hero moves 3 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 1 gem in their Reserve zone and 11 in their Fatigue zone, and places the Recovery token showing a recovery value of 2 in the Book of Skelos.

The Overlord chooses one event:



Reinforcement: 4 reinforcement points

Thaks Vengeance: If it is turn 6 or higher, the Overlord rolls , then moves any number of gems from their Reserve zone to their Fatigue zone. The Overlord adds up the number of successes shown on the dice, then adds or subtracts 1 from the total for each gem moved. The Overlord places Thak (6 life points) in the area whose number matches the total, and places the two Thak tiles in the 3 and 6 locations in the River, sliding tiles to the right as needed. Thak cannot be affected by the Mind Control spell.



After setup, the Overlord takes each Hero's Asset cards, places them in different piles, and assigns each pile to an area (except room 11) by placing a token with the corresponding number facedown on each group of cards. The Overlord may hide the equipment in different areas but cannot split one Hero's equipment. Hadrathus keeps his spells.



Special Rules (part 1):

- * **Game Board Rules:** Standard game board rules apply, except the bar tops, tables, and stools (see page 42).
- * **Recovering Equipment:** A Hero can search a numbered area by performing a complex Manipulation with a difficulty of 1. If the Hero succeeds, the Hero may immediately take and equip any equipment found for free, and discards the numbered token.
- * **Freedom:** A Hero in an area adjacent to the door to area 11 can perform a complex Manipulation with a difficulty of 5 to pick the lock, or use the Wall Wrecker skill. If the Hero succeeds, remove the door from the board.
- * **Heavily guarded:** Heroes cannot open red doors in any way, but Overlord units can move across a red door as though it were a border.
- * **Breakout:** When a Hero opens the last chest on the board, that Hero takes the Tools card, in addition to the card found in the chest. A Hero with the Tools in an area with a window can perform a complex Manipulation with a difficulty of 3. If the Hero succeeds, the Tools card is discarded and the Hero's area becomes an exit. A Hero in an exit area can spend 1 movement point to escape the inn; that Hero removes their miniature from the board.
- * **Hidden in the shadows:** At night, the Heroes take advantage of the darkness and the drowsiness of their jailers; if the alarm has not been raised:
 - * Units (Heroes or Overlord) cannot perform Ranged attacks.
 - * The Overlord cannot use benefits.
 - * The Overlord can activate only 1 tile during their turn.
 - * When an Overlord unit dies, lay their miniature down in its area. A Hero in an area with a dead unit's miniature and no living enemy units can perform a simple Manipulation to remove the dead unit's miniature from the board.

Special Rules (part 2):

* Alarm!: The alarm is raised if any of the following occurs:

- * A Hero uses Wall Wrecker or an Explosive Orb.
- * At the beginning of the Overlord's turn, if an Overlord unit is in an area with a dead unit's miniature or a Hero.
- * At the end of turn 4.

When the alarm is raised, remove all dead units' miniatures from the board and place 5 Bossonian Guards with green bases in the reinforcement area. The Overlord places the green Bossonian Guards tile on the left in the River, sliding tiles to the right as needed, and replaces the Recovery token in the Book of Skelos with the Recovery token showing a recovery value of 5.

* Chests: The Asset deck contains: Life Potion x2, Explosive Orb x2.

Philippe Ville



King Pledge Extra Scenarios





The situation is dire. The Aquilonian province of Conajohara is on the brink of collapse, drowned under the assault of the unified Pict tribes led by Zogar Sag. For days, Conan and his band of scouts have prowled the Black River, fighting fiercely to protect the settlers fleeing the destruction.

Reaching a small village, the scouts find the population slaughtered. On some corpses, the skin is shriveled and blackened, while other bodies have been mutilated by some terrible beast. "This is the work of Zogar Sag," Conan grunts. "He commands wild beasts, and I have seen others fall victim to the black death of the swamps before." They head back toward the river.

At dusk, they come upon another village. It remains intact, though deserted. Exhausted, the scouts turn in for the night, though Conan issues a warning: "Rest assured that the Picts will soon arrive to wipe this place from the map. Rest while you can, for tomorrow we make them pay for their crimes!"

When the red dawn rises, even Conan has slipped into slumber. Civilization has not dulled his instinct, however, and he is awake before the first Pict manages to slip into the village.



Winning the Game:



At the end of turn 8, if the Heroes have more points than the Overlord or are tied for the most points and a Hero has fled with the Idol of Yag-Kosha, the Heroes win the game.



At the end of turn 8, if the Overlord has more points than the Heroes or is tied for most points and no Hero has fled with the Idol of Yag-Kosha, the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan
- Shevatas
- Valeria



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 3 gems in their Reserve zone and 8 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



The Overlord can choose the Reinforcement event (4 points), or roll and resolve one of the following events based on the number of successes shown on the die:

0 - Reinforcement: 4 reinforcement points .

1 - Gust: Add 1 Flame to a hut area that already has 1 or 2 Flames.

2 - Lightning: The Overlord moves 3 gems from their Fatigue zone to their Reserve zone.



5



The Overlord chooses 1 Objective card (A, B, C, D, or E) and keeps it facedown.

The Overlord takes the remaining 4 Objectives, 3 Sacred Treasures, and 1 Idol of Yag-Kosha, shuffles them together, and randomly places 1 card facedown in each hut area.

Then the Overlord takes 1 Battle Axe, 1 Shield, 1 Dagger, 1 Sword, 1 Parrying Dagger, 2 Pictish Drinks, and 1 Javelin, shuffles them together, and randomly places 1 card facedown in each hut area (2 cards total in each hut area).

Special Rules: (part 1):

- ★ **Game Board Rules:** Standard game board rules apply (see page 43).
- ★ **Search:** A Hero in a hut area can perform a complex Manipulation to search the hut. The manipulation has no difficulty; instead, for each success shown on the die, the Hero takes 1 facedown card in the area:
 - ★ If the card is an Asset, the Hero turns it faceup.
 - ★ If the card is an Objective, all Heroes can look at it. The Heroes decide whether to discard the card faceup or keep the card facedown.
- ★ **Burn Everything:** When a Pict (Warrior, Hunter, or Zogar Sag) with no Heroes in his area is activated, the Overlord may spend his base movement value to attempt to light an adjacent hut area on fire. The Overlord rolls , and adds 1 Flame to that hut for each success shown on the die. Use Flame tokens to track the Flames in an area. An area cannot have more than 3 Flames in it. At the beginning of the Heroes' turn, each hut area with 1 or more Heroes and 1 or more Flames in it burns; 1 Hero in the area rolls for each Flame in that area (no rerolls allowed). Then each Hero in that area suffers unavoidable damage equal to the number of successes shown on the dice. When a third Flame is added to a hut area, discard all facedown cards in that area without revealing them. Units (Heroes or Overlord) cannot enter an area with 3 Flames in it.
- ★ **Fleeing the village:** A Hero can flee the village from an area at the edge of the board by spending movement points as though the Hero were crossing a border. Once a Hero has fled, the Hero cannot return to the board.
- ★ **Pictish Drink:** A Hero may discard this Item to move 2 gems from their Fatigue zone to their Reserve zone but must also suffer 1 unavoidable damage.

Special Rules (part 2):

* Scoring:

Hero Scoring: The Heroes score 3 points for each Idol of Yag-Kosha or Sacred Treasure a Hero fled with.

Overlord Scoring: The Overlord scores 1 point for each Flame on the board.

Objective Scoring: At the end of the game, players reveal all facedown Objective cards they kept. The Heroes and the Overlord score points based on each kept Objective card:

- A** The Heroes score 2 points if a Hero fled from the upper-leftmost road area.
The Overlord scores 3 points if no Hero fled from the upper-leftmost road area.
- B** The Heroes score 2 points if there are fewer than 3 Flames in hut 5.
The Overlord scores 2 points if there are 3 Flames in hut 5.
- C** The Heroes score 1 point for each Hero who has fled.
The Overlord scores 2 points for each Hero on the board.
- D** The Heroes score 4 points if Zogar Sag is dead.
The Overlord scores 2 points if Zogar Sag is alive.
- E** The Heroes score 2 points if a Hero fled with the Idol of Yag-Kosha.
The Overlord scores 4 points if no Hero fled with the Idol of Yag-Kosha.

Laurent Pouchain





The rumor spreads quickly amongst the thieves of Asgalun: The Vandal has made port in Pelishtim and its captain, Zaporavo, has found a copy of the texts of Vathelos the Blind. Legends tell that the texts contain secrets to opening the doors to the shimmering dome that looms above the ancient ruins of Kuthchemes in the vast deserts of south-western Shem.

"The promise of fabulous treasure for whomever has the courage to claim the text," recites Shevatas, king of the thieves of Zamora. The words echo in Conan's ears as the two men meet at the inn where Zaporavo is staying. Their plan is simple: wait until nightfall, find where the texts are hidden, and claim the texts and the treasure for themselves.

Celebration fills the air as the crew of The Vandal crowds the inn, spending loot on alcohol and women. But the crewmen are soon joined by Shemite soldiers, whom Zaporavo has paid off to watch his back.

When Zaporavo realizes the identity of the pair of newcomers, the inn turns into a death trap.



Winning the Game:



If a Hero is in a street area with either the Spellbook or the red chest, the Heroes have all they need to access the promised treasure; the Heroes win the game.



If all Heroes are dead or at the end of turn 8, the fabulous treasure is out of the Heroes' reach; the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 2 Heroes:

- Conan (Conan's Sword, Leather Armor)
- Shevatas (Kris, Throwing Knives)



After setup, Heroes do not move any gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 10 gems in their Reserve zone and 2 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



The Overlord chooses one event:

Reinforcement: 4 reinforcement points

As You Wish: The Overlord may exchange the position of 2 tiles in the River.



Special Rules:

- * **Game Board Rules:** Standard game board rules apply, including the bar tops, tables, and stools (see page 42).
- * **Red Chest:** A Hero in the red chest's area with the Key can perform a simple Manipulation to open the chest. The chest cannot otherwise be opened. The chest can be carried and is considered an object with an Encumbrance value of 5. When a Hero opens the chest, the Hero takes the Spellbook instead of a card from the Asset deck.
- * **Chests:** The Asset deck contains: Key, Explosive Orb, Life Potion, Leather Armor, Empty Chest.

Adhane Badi





The hunt nears its end; on the limits of the kingdom of Nemedia, Conan picks up the trail of Skuthus, the sorcerer he has pursued relentlessly since Numalia.

Hailing from Stygia, the fearsome necromancer has failed in his attempt to eliminate Kalanthes, a priest of Ibis devoted to fighting the cult of the archdemon Set. Skuthus underestimated the tenacity of the mercenaries tasked with protecting the priest. Kalanthes, wounded but alive, remains in Numalia.

Taking refuge in the remains of a village he has eradicated using black magic, Skuthus focuses on rebuilding his forces to face his pursuers. He cannot disappoint his mentor a second time, as Thoth-Amon, High Priest of Set, is counting on him to terminate Kalanthes, his mortal enemy.

As the door bursts off its hinges under the weight of the Cimmerian's blow, the sorcerer begins a strange, guttural chant. As the air begins to buzz around him, he laughs cruelly, confident that soon nothing will stand between him and Kalanthes.



Winning the Game:



When Skuthus dies, Kalanthes is safe; the Heroes win the game.



At the end of turn 8, Skuthus escapes as his minions occupy the Heroes; the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan (Battle Axe, Buckler, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Hadrathus (Dagger, and 3 spells: Teleportation, Mitra's Halo, Lightning Storm). He does not start with Mitra's Halo cast.



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 9 gems in their Reserve zone and 3 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



Reinforcement: When the Overlord resolves this event, the Overlord can use reinforcement points to place Mummies and Skeletons (max. 5 units per tile) in any area on the board, but can place no more than 2 per area.

- **First Reinforcement:** 20 reinforcement points

- **Subsequent Reinforcements:** 10 reinforcement points



Skuthus has 2 spells: Pestilential Swarm, Teleportation.



5



10



Special Rules:

- * **Game Board Rules:** Standard game board rules apply, except the bar tops, tables, and stools (see page 42).
- * **Doors:** A Hero in an area adjacent to the red door can perform a complex Manipulation with a difficulty of 5 to pick the lock. If the Hero succeeds, remove the door from the board. A Hero in an area adjacent to a non-red door can perform a complex Manipulation with a difficulty of 2 to pick the lock, or use the Wall Wrecker skill. If the Hero succeeds, remove the door from the board. A Hero can attack a non-red door as though it were an enemy unit. If a door would suffer 5 or more damage from an attack, remove it from the board.
- * **Chests:** The Asset deck contains: Life Potion x2, Javelin x2, Chain Mail, Crossbow, Shield, Sword.

Frederic Henry



Relentlessly pursued and having finally reached the Black Kingdom of Kush, the survivors of the felon prince Almuric's army are finally annihilated in the northern desert when the jaws of the Stygian and Kushite warriors close on them.

Conan the Cimmerian, the master thief Shevatas, and the fearsome warrior Valeria are the only survivors of the massacre. They are forced to flee through the hostile stretches of the southern end of the desert. Harried by hunger, thirst, and the cruel heat of the sun, they discover amidst the burning sands a fortification forgotten by time.

Standing with the members of the garrison seemingly lifeless at her feet, a beautiful but enigmatic young woman greets the weary travelers, introducing herself as Thalís. This fort, she explains, is an outpost of the vast city of Xuthal.

Thalís lavishes attention upon Conan, who obstinately refuses her advances. Seeing a rival in Valeria, she captures the warrior, planning to offer her as a sacrifice to Thog, the city's god.



Winning the Game:



If the energy token is on a space numbered 14 or lower at the end of turn 9, or when Thog dies, the Heroes manage to survive; the Heroes win the game.



If the energy token is on space 15 at the end of turn 9, Thog reaches its full power; the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 3 Heroes:

- Conan (Battle Axe, Leather Armor)
- Shevatas (Kris, Throwing Knives)
- Valeria (Parrying Dagger)



After setup, Valeria moves 4 gems from her Reserve zone to her Fatigue zone; Conan and Shevatas do not move any gems.



The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the Recovery token showing a recovery value of 5 in the Book of Skelos.



During setup, place the Energy token on space 0 of the Turn track.



Thogs Shadow: During the next Heroes' turn, Heroes cannot gain movement points from their base movement values.



Special Rules:

- ★ **Game Board Rules:** Standard game board rules apply (see page 43).
- ★ **Escape impossible:** Heroes cannot escape before the end of turn 9. Thog tries to absorb enough energy to leave the city and wreak havoc. If he fails to do so on this very night, he will stay trapped for many years.
- ★ **Black Lotus:** After setup, lay each Bossonian Guard, Bossonian Archer, and Captain miniature down in their area. Laid-down miniatures are slumbering. Laid-down miniatures cannot be attacked, do not count for hindering, and cannot be activated. When the Overlord activates a tile, the Overlord may stand up any number of miniatures of that tile before activating them.
- ★ **Crowns of Xuthal:** The first time a Hero takes each Crown of Xuthal, move the Turn marker 1 space toward space 15.
- ★ **Thog:** Once during its activation, Thog can devour 1 friendly unit in its area; remove that unit's miniature from the board and move the energy token 1 space toward space 15. When Thog attacks a Hero, move the Energy token  a number of spaces toward space 15 equal to the damage a Hero suffers from that attack.
- ★ **Stygian Scepter:** When Thalís performs a Melee Attack, she can attack with her Stygian Scepter, rolling the extra die indicated on the Stygian Scepter's Melee Attack bonus. When a Hero suffers damage from Thalís' attack with a Stygian Scepter, Thog is drawn by the Hero's screams; Thog gains up to 1 movement point, which the Overlord must immediately spend.
- ★ **Doors:** A Hero in an area adjacent to a door can perform a complex Manipulation with a difficulty of 2 to pick the lock, or use the Wall Wrecker skill. If the Hero succeeds, remove the door from the board. A Hero can attack a door as though it were an enemy unit. If a door would suffer 5 or more damage from an attack, remove it from the board. Thalís, Bossonian Guards, and the Captain can move across a door as though it were a border; leave the door on the board.
- ★ **Chests:** The Asset deck contains: Crown of Xuthal x2, Life Potion x2, Explosive Orb x2, Chain Mail, Crossbow.

Pascal Bernard

GAME BOARD RULES

The Inn:

1 Apply this rule only if specified in the special rules section. Bar and Tables: A unit with or without Leap or Climb may move onto the bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of  for Melee and Ranged Attacks. A unit in the bar's area or in a table's area, with or without Reach, may attack a unit in an adjacent area with a Melee Attack. These areas do not block line of sight. A unit may exit these areas with no movement penalty.

2 Apply this rule only if specified in the special rules section. Bar Stools: A unit in a Chair token's area may pick it up for free when performing a Melee Attack. The Chair token is immediately returned to the box and that unit benefits from the chair's attack bonus of  (in addition to any weapon's Melee Attack bonus).

3 Walls: A unit with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.

4 Leaping From/Climbing a Balcony: A unit can move across a railing from a balcony area to a ground floor area as though it were a border. The unit rolls   for falling damage. If the unit has Leap, the unit rolls  instead. A unit with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.

5 Leaping From/Climbing a Stairwell: A unit can move across a banister from a stair area to a ground floor area as though it were a border. The unit rolls   for falling damage. If the unit has Leap, the unit rolls  instead. A unit with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.



The Ships:

1 A unit coming out of the hold must move in the area in front of its exit.

2 All the areas of the game board have line of sight on the masts' areas.

3 There is a line of sight from a ship area to a water area if the line of sight does not cross more than one ship area, including the line of sight starting area. The ship areas provide an Elevation bonus of  on the water areas. There is a line of sight from a water area to a ship area if the line of sight does not cross more than one ship area, including the line of sight finishing area.



The Citadel:

1 Leaping From/Climbing a Balcony: A unit can move across a railing from a balcony area to a ground floor area as though it were a border. The unit rolls   for falling damage. If the unit has Leap, the unit rolls  instead. A unit with Climb can move across a railing from a ground floor area to a balcony area by spending 1 extra movement point.

2 Pit: A unit must spend 1 extra movement point to move out of the pit area.

3 Cellar windows: The cellar windows do not block line of sight.



The Abandoned Fort:

- ❶ Only the areas directly adjacent to the towers areas have line of sight on the tower areas.
- ❷ The areas inside the fort do not have a roof. A unit in a parapet area has line of sight on these areas and may jump into these areas.
- ❸ The nine areas at the edge of the board are adjacent to one another. A unit may move through them normally to go around the abandoned fort.
- ❹ Lines of Sight: A unit in a wall area has line of sight to each ground area within the fortress walls.
- ❺ Leaping from Walls: A unit can move across a parapet from a wall area to a ground area as though it were a border. The unit rolls  for falling damage. If the unit has Leap, the unit rolls  instead. A unit cannot move from a ground area to a wall area.
- ❻ Rock Slide: A unit can move into a rock slide area  from an adjacent area. The unit must spend 2 extra movement points unless the unit has Climb.



The Swamp:

- ❶ Water areas: A unit must spend 1 extra movement point to move out of a water area. A unit can move from a water area to an adjacent wood area by spending 2 extra movement points.
- ❷ Leap: Leaping over the water area around the altar in a single movement is not possible. The unit must stop in the altar area before performing a second leap.
- ❸ Wooden Huts: A unit with Wall Wrecker can use it to move across the wall of one of the wooden huts.



The Pict Village:

- ❶ The hut flaps at the entrance of each hut block line of sight. A unit must spend 1 extra movement point to move across a border into or out of a hut.
- ❷ The huts with stone walls cannot be wrecked using Wall Wrecker.
- ❸ The outer walls cannot be climbed over, or wrecked using Wall Wrecker.
- ❹ The bushes do not block line of sight.
- ❺ Wooden Huts: A unit with Wall Wrecker can use it to move across the wall of one of the wooden huts. The walls of an occupied hut (see page 22 of the Revised Heroes' Book) cannot be wrecked using Wall Wrecker.
- ❻ Climbing: A unit with Climb can move across boulders  as though they were a border by spending 2 extra movement points.



SKILL CLARIFICATIONS

Attack Skills



Reach: There must be no obstacle between your and your target's areas (wall, door, bars, flap, etc.), and you must be at the same elevation level. When using this skill, connecting areas (stairs, rock slides, etc.) are considered to be at both higher and lower levels.



Ambidextrous: This skill cannot be used to perform a Guard action.



Constriction: A unit with the Evasive skill ignores Constriction's Blocking effect, but not the damage from the attack. If you have both Constriction and Reach skills, first move the target into your area, then resolve the attack.



Attack from Beyond: When using this skill, you can target any unit within Melee range.



Counterattack: You can use this skill if you survived the initial attack, whether damage was dealt or not. You cannot counterattack a counterattack.



Circular Strike: Resolve each attack normally (determining attack power, defense power, etc.) before proceeding with the next one. If you have both Circular Strike and Precision Strike skills, you must choose which one you use before attacking.

Defense Skills



Sacrifice: When using this skill, you suffer any damage from the attack instead of the initial target.



Bodyguard: When using this skill, you replace the targeted unit's Guard action, but not their Armor, and they suffer any damage. You cannot dodge instead of the targeted unit.



Protected: Several units with this skill cannot protect each other.

Movement Skills



Wall Wrecker: When using this skill, place a Wall Wrecker token on the board to indicate the opening you created. Stone walls cannot be wrecked.



Web Projection: When using this skill, place a Web token on your target's miniature to represent the web. If a Hero does not have enough movement points to discard a Web token (for any reason), the Hero may spend all their base movement points and pay for extra points up to their exertion limit. An Overlord unit may do the same to reach the 4 points required, even if the unit would not normally be able to reach 4 points.



Leap: Leaping costs 1 movement point per crossed area border. For example, when leaping from one ship to another, a unit crosses 2 area borders; they must spend 2 movement points to leap.

Clarifications on Spells



Spell Caster: If you lose this skill (because of Encumbrance for example), any active spells remain active for their specified duration.



Eel Skin: The target gains the Evasive skill until the end of your side's turn.



Mind Control: Target an enemy unit anywhere on the board. Move the target 1 area + 1 area per gem spent, following movement restrictions and causing no damage to the target doing so.



Mitra's Healing: You can cast this spell on yourself.



Pestilential Swarm: This spell has no effect on you or on undead units (Mummies, Skeletons, Zombies, etc.).



Return of the Brave: The reinforced unit's tile must not have been removed from the game.



Set's Possession: Target any unit on the board, up to 2 areas away from you, in your line of sight or not.



Teleportation: When you cast this spell, your movement is not affected by obstacles (walls, doors, flaps...), hindering, the Blocking skill, or elevation levels.



Yajur's Awakening: The spell cost X is the reinforcement cost of a dead undead unit (Mummy, Skeleton, Zombie, etc.). The unit's tile must not have been removed from the game.